

power to internal circuitry in the controller is turned off.

16. (Amended) The wireless control unit according to claim 15, wherein each controller includes a sleep function that operates such that when the at least one [operational] user operable switch is inactive for a predetermined period of time, power to internal circuitry in the controller is turned off.

Sub. D⁷ > 26. (Amended) The wireless control unit according to claim 20, wherein the controller includes a sleep function that operates such that when the at least one [operational] user operable switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

Sub. D¹⁰ > 33. (Amended) The wireless control unit according to claim 27, wherein each controller includes a sleep function that operates such that when the at least one [operational] user operable switch is inactive for a predetermined period of time, power to internal circuitry in the controller is turned off.

36. (Amended) The video game system according to claim 35, wherein the controller includes a sleep function that operates such that when the at least one [operational] user operable switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

REMARKS

Claims 1-54 are pending in this application, with claims 1, 6, 11, 15, 20, 27, 35, 42 and 48 being in independent form. By the present amendment, claims 3, 7, 14, 16, 26, 33 and 36 have been amended to correct formal matters. It is submitted that no new matter has been added and no new issues have been raised by the present amendment.

The independent claims relate to a video game system or a wireless control unit for a video game system having a console, comprising a controller having at least one user operable switch and wireless transmitter circuitry for transmitting game